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For immediate release

From Mouse To Motorcar

21st century computer aided design (CAD) techniques made a car restoration business owner's dream to create a unique car a reality this week, when a life-size 3D puzzle to shape it on, called a buck, was delivered to his premises.

Mitchell Motor's Andy Mitchell had long dreamed of creating his perfect car from scratch, but traditional methods of shaping and reshaping panel work take hours of time that he simply didn't have available to dedicate to his own project.

A chance call to his workshops on the A303 at Chicklade by Sturminster Newton's Stuart Brown of 3D CAD engineering firm Whitney Paine, provided both local businesses with the perfect introduction and opportunity to create the showpiece.

Stuart's expertise meant that initial sketches of and thoughts about the car were transferred into a 3D computer design programme to be recreated on screen and provide a basic shape that the two companies could work together to manipulate into their perfect car body, cementing what had previously only been seen in the mind's eye.

"Andy did the talking and showed me plenty of motoring images that had caught his eye over the years for different aspects of their design and I then used the software and a pretty powerful PC to design the 1950s-inspired car that he was looking for," said Stuart.

Not only did Stuart create the car in virtual reality, but he then had a 3D model made of it before setting about designing the buck so that Andy had a model over which to shape the metal for the car to become a reality.

"Many hours of labour went into the revisions we agreed for the shape but thank goodness for computers, we couldn't have done it in anywhere near this time and to this accuracy without them" said Andy, "The final buck and model shapes are exactly as they were on screen and now they're here in the flesh, so to speak, I can't wait to get started shaping the metal tomorrow".

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-1/over-

Notes for editors:

Mitchell Motor's, www.mitchellmotors.co.uk, is a car restoration business, specialising in the restoration of handbuilt classic cars since 1962 and based close to the A303/A350 junction. Andy is the third generation in the family-run business.

Andy will ultimately enter the car in an Aston Martin Owners Club racing series as well as enjoying it for leisurely weekend rides through the Dorset countryside.

Whitney Paine is a relatively new enterprise by self-taught 3D CAD engineer, Stuart Brown, one of only 114 certified professionals in the world-class Solidworks design programme he uses. Stuart's skill can be used simply to recreate old motor parts and similar, or on a larger scale for a project such as this one. Passionate and knowledgeable about cars, the opportunity to design one from scratch in collaboration such as this one was not to be missed! The beauty of the computer design is the accuracy with which parts and bucks can be created and the seamless manner in which these transfer to the cutting room floor by remote/robot control CNC (computer numeric control) cut-out of the individual pieces.

Preferring to enter new projects with a baptism of fire, Stuart taught himself the techniques and flexibility of the Solidworks software by recreating body and soul of a 1925 Bugatti in collaboration with The Bugatti Trust, even down to the clock movement. He is now working towards an engineering degree and combines study with business and family life as he launches a full CAD reverse engineering specialism to his business.

Pictures:

1. Model car
2. Buck (real and virtual images)
3. Car shell

A photo opportunity can be provided on request.

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